

Wizard's Spellbook

SPELLS PER DAY										
BONUS SPELLS										
LEVEL	0	1	2	3	4	5	6	7	8	9
SPELL SAVE DC										

SCHOOL	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
PROHIBITED	ABJUR	CONJ	DIV	ENCH	EVOC	ILLUS	NECRO	TRANS
RANGES	CLOSE <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 25 ft + 5 ft / 2 LVLS	MEDIUM <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 100 ft + 10 ft / LVL	LONG <div style="border: 1px solid black; width: 60px; height: 20px; margin: 0 auto;"></div> 400 ft + 40 ft / LVL					

LEVEL 0

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	176
___	<input type="checkbox"/> Dancing Lights	Figment torches or other lights	Illus	V,S	1 a	Medium	Within 10 ft-rad area	1 min	Will disblf	-	190
___	<input type="checkbox"/> Daze	Creature loses next action	Ench	V,S,M	1 a	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes	191
___	<input type="checkbox"/> Detect Magic	Detects spells and magic items	Univ	V,S	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
___	<input type="checkbox"/> Detect Poison	Detects poison in creature/object	Div	V,S	1 a	Close	Creat,obj or 5 ft cube	Instantaneous	-	-	193
___	<input type="checkbox"/> Disrupt Undead	Deals 1d6 damage to 1 undead	Necro	V,S	1 a	Close	Rey	Instantaneous	-	Yes	197
___	<input type="checkbox"/> Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	206
___	<input type="checkbox"/> Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
___	<input type="checkbox"/> Light	Object shines like a torch	Evoc	V,M	1 a	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
___	<input type="checkbox"/> Mage Hand	5-lbs telekinesis	Trans	V,S	1 a	Close	Move 15 ft	Concentrate	-	-	223
___	<input type="checkbox"/> Mending	Makes minor repairs on an object	Trans	V,S	1 a	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes	227
___	<input type="checkbox"/> Open / Close	Opens / closes small or light things	Trans	V,S,F	1 a	Close	Object not locked	Instantaneous	Will negs	Yes	233
___	<input type="checkbox"/> Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
___	<input type="checkbox"/> Ray of Frost	Ray deals 1d3 cold damage	Conj	V,S	1 a	Close	Ray	Instantaneous	-	Yes	243
___	<input type="checkbox"/> Read Magic	Read scrolls and spellbooks	Univ	V,S,F	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	243
___	<input type="checkbox"/> Resistance	Subject gains +1 on saves	Abjur	V,S,M	1 a	Touch	Creature touched	1 min	Will negs	Yes	245

LEVEL 1

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
___	<input type="checkbox"/> Alarm	Wards an area for 2 h/lvl	Abjur	V,S,F	1 a	Close	25-ft-rad emanation	2 h/lvl (D)	-	-	172
___	<input type="checkbox"/> Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike object	1 rnd/lvl	-	-	174
___	<input type="checkbox"/> Burning Hands	1d4 fire dmg/lvl (max 5d4)	Trans	V,S	1 a	10 ft	Semicirc 10 ft long	Instantaneous	Ref half	Yes	181
___	<input type="checkbox"/> Cause Fear	One creature flees for 1d4 rnds	Necro	V,S	1 a	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
___	<input type="checkbox"/> Change Self	Changes your appearance	Illus	V,S	1 a	Personal	You, 1 ft size change	10 min/lvl (D)	-	-	183
___	<input type="checkbox"/> Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 h/lvl	Will negs	Yes	183
___	<input type="checkbox"/> Chill Touch	1 touch/lvl deals 1d6 dmg	Necro	V,S	1 a	Touch	Creats touched, 1/lvl	Instantaneous	Fort part	Yes	184
___	<input type="checkbox"/> Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	Close	Cone	Instantaneous	Will negs	Yes	185
___	<input type="checkbox"/> Comprehend Languages	Understands all languages	Div	V,S,M	1 a	Personal	You, 250 words/min	10 min/lvl	-	-	186
___	<input type="checkbox"/> Detect Secret Doors	Reveals hidden doors withing 60 ft	Div	V,S	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
___	<input type="checkbox"/> Detect Undead	Reveals undead within 60 ft	Div	V,S,M	1 a	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
___	<input type="checkbox"/> Endure Elements	Ignores 5 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	24 h	-	Yes	199
___	<input type="checkbox"/> Enlarge	Object or creature grows +10%/lvl	Trans	V,S,M	1 a	Close	Creature or object	1 min/lvl	Fort negs	Yes	200
___	<input type="checkbox"/> Erase	Mundane or magical writing vanish	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	200
___	<input type="checkbox"/> Expeditious Retreat	Doubles your speed	Trans	V,S	1 a	Personal	You, speed/jump x2	1 min/lvl (D)	-	-	202
___	<input type="checkbox"/> Feather Fall	Objects or creatures fall slowly	Trans	V	Freeact	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
___	<input type="checkbox"/> Grease	Makes 10-ft square or obj slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	210
___	<input type="checkbox"/> Hold Portal	Holds door shut	Abjur	V	1 a	Medium	20 sq ft/lvl	1 min/lvl	-	-	214
___	<input type="checkbox"/> Hypnotism	Fascinates 2d4 HD of creats	Ench	V,S	1 a	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
___	<input type="checkbox"/> Identify	Determines feature of magic item	Div	V,S,M	8 h	Touch	1 touched obj/lvl	Instantaneous	-	-	216
___	<input type="checkbox"/> Jump	Subject gains +30 on jump checks	Trans	V,S,M	1 a	Touch	Creature touched	1 min/lvl (D)	-	Yes	219
___	<input type="checkbox"/> Mage Armor	Give subject +4 armor bonus	Conj	V,S,F	1 a	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	223
___	<input type="checkbox"/> Magic Missile	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	V,S	1 a	Medium	Max 15 ft apart	Instantaneous	-	Yes	224
___	<input type="checkbox"/> Magic Weapon	Weapon gains +1 bonus	Trans	V,S,F	1 a	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
___	<input type="checkbox"/> Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	1 creature/lvl	10 min/lvl	-	-	227
___	<input type="checkbox"/> Mount	Summons riding horse for 2 h/lvl	Conj	V,S,M	Fullrnd	Close	Light horse or pony	2 h/lvl	-	-	231
___	<input type="checkbox"/> Nystul's Magic Aura	Grants obj false magic aura	Illus	V,S,F	1 a	Touch	1 obj, weight 5 lb/lvl	1 day/lvl	-	-	232
___	<input type="checkbox"/> Nystul's Undetectable Aura	Masks magic item's aura	Illus	V,S,F	1 a	Touch	1 obj, weight 5 lb/lvl	1 day/level	-	-	232
___	<input type="checkbox"/> Obscuring Mist	Fog surrounds you	Conj	V,S	1 a	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
___	<input type="checkbox"/> Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	Abjur	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	-	240
___	<input type="checkbox"/> Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls	Necro	V,S	1 a	Close	Ray, max penalty -5	1 min/lvl	Fort negs	Yes	242
___	<input type="checkbox"/> Reduce	Object or creature shrinks 10%/lvl	Trans	V,S,M	1 a	Close	10 cu.ft / lvl	1 min/lvl	Fort negs	Yes	243
___	<input type="checkbox"/> Shield	Disc covers, blocks magic missiles	Abjur	V,S	1 a	Personal	¾ cover	1 min/lvl (D)	-	-	251
___	<input type="checkbox"/> Shocking Grasp	Touch delivers 1d8+1/lvl electricity	Trans	V,S	1 a	Touch	+3 att if wears metal	Until discharged	-	Yes	251
___	<input type="checkbox"/> Silent Image	Creates minor illus of your design	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-	252
___	<input type="checkbox"/> Sleep	Put 2d4 HD of creats into slumber	Ench	V,S,M	1 a	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
___	<input type="checkbox"/> Spider Climb	Grants ability to walk on walls	Trans	V,S,M	1 a	Touch	At half its speed	10 min/lvl	Will negs	Yes	255
___	<input type="checkbox"/> Summon Monster I	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Clse	Summoned creature	1 rnd/lvl (D)	-	-	258
___	<input type="checkbox"/> Tenser's Floating Disc	3-ft. diam disk, holds 100 lb/lvl	Evoc	V,S,M	1 a	Close	3-ft diam, inch deep	1 h/lvl	-	-	265
___	<input type="checkbox"/> True Strike	Adds +20 to your next attack	Div	V,F	1a	Personal	You, +20 to att	1 rnd	-	-	267
___	<input type="checkbox"/> Unseen Servant	Creates invis force that obeys you	Conj	V,S,M	1 a	Close	Str 2, speed 15 ft	1 h/lvl	-	-	268
___	<input type="checkbox"/> Ventriloquism	Throws voice for 1 min/lvl	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will disblf	-	269

LEVEL 2

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1	<input type="checkbox"/> Alter Self	Changes appearance	Trans	V,S	1 a	Personal	You, +10 disguise	10 min/lvl (D)	-	-	172
2	<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	176
3	<input type="checkbox"/> Blindness / Deafness	Makes subject blind or deaf	Trans	V	1 a	Medium	Living creature	Permanent (D)	Fort negs	Yes	180
4	<input type="checkbox"/> Blur	Attacks miss subject 20%	Illus	V	1 a	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
5	<input type="checkbox"/> Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
6	<input type="checkbox"/> Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	Trans	V,S,M	1 a	Touch	Creature touched	1 h/lvl	-	Yes	182
7	<input type="checkbox"/> Continual Flame	Makes a permanent, heatless torch	Evoc	V,S,M	1 a	Touch	Illusory flame	Permanent	-	-	188
8	<input type="checkbox"/> Darkness	20-ft rad of supernatural darkness	Evoc	V,M	1 a	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
9	<input type="checkbox"/> Darkvision	See 60 ft in total darkness	Trans	V,S,M	1 a	Touch	See 60 ft in dark	1 h/lvl	-	Yes	190
10	<input type="checkbox"/> Daylight	60-ft rad of bright light	Evoc	V,S	1 a	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
11	<input type="checkbox"/> Detect Thoughts	Allows "listening" surface thoughts	Div	V,S,F	1 a	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
12	<input type="checkbox"/> Endurance	Gain 1d4+1 Con for 1 h/lvl	Trans	V,S	1 a	Touch	Creature touched	1 h/lvl	-	Yes	199
13	<input type="checkbox"/> Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	Evoc	V,S,M	1 a	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes	206
14	<input type="checkbox"/> Fog Cloud	Fog obscures vision	Conj	V,S	1 a	Medium	Spreads 30-ft rad	10 min/lvl	-	-	206
15	<input type="checkbox"/> Ghoul Touch	Paralyzes one subject	Necro	V,S,M	1 a	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes	209
16	<input type="checkbox"/> Glitterdust	Blinds creatures, outline invisible	Conj	V,S,M	1 a	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
17	<input type="checkbox"/> Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	Illus	S,M	1 a	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes	215
18	<input type="checkbox"/> Invisibility	Invisible 10 min/lvl or until attacks	Illus	V,S,M	1 a	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes	218
19	<input type="checkbox"/> Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	219
20	<input type="checkbox"/> Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	Object touched	Permanent	-	-	221
21	<input type="checkbox"/> Levitate	Subject moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, move 20 ft	10 min/lvl (D)	-	-	222
22	<input type="checkbox"/> Locate Object	Senses direction toward obj	Div	V,S,F	1 a	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
23	<input type="checkbox"/> Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or object	Perm until dischrtd	Will negs	Yes	224
24	<input type="checkbox"/> Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M	1 a	Long	2d4 dmg, max 7 rnd	1 rnd + 1 rnd/3 lvls	-	Yes	227
25	<input type="checkbox"/> Minor Image	Minor illusion with some sound	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	-	228
26	<input type="checkbox"/> Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	Illus	V,S	1 a	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-	229
27	<input type="checkbox"/> Misdirection	Misleads divinations for obj or creat	Illus	V,S	1 a	Close	Size 10-ft cube	1 h/lvl	Will negs	-	230
28	<input type="checkbox"/> Obscure Object	Maks object against divination	Abjur	V,S,M	1 a	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
29	<input type="checkbox"/> Protection from Arrows	Subject immune to most ranged attacks	Abjur	V,S,F	1 a	Touch	Dmg reduction 10/+1	10 min/lvl	Will negs	Yes	240
30	<input type="checkbox"/> Pyrotechnics	Fire into blinding light or smoke	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec	241
31	<input type="checkbox"/> Resist Elements	Ignores 12 dmg/rnd from element	Abjur	V,S	1 a	Touch	Creature touched	1 min/lvl	-	Yes	246
32	<input type="checkbox"/> Rope Trick	Up to 8 creats in extradim space	Trans	V,S,M	1 a	Touch	Climb DC 5	1 h/lvl (D)	-	-	246
33	<input type="checkbox"/> Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes	247
34	<input type="checkbox"/> See Invisibility	Reveals invisible creatures or objs	Div	V,S,M	1 a	Medium	Cone	10 min/lvl (D)	-	-	248
35	<input type="checkbox"/> Shatter	Sonic vibration damages objects	Evoc	V,S,M	1 a	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
36	<input type="checkbox"/> Spectral Hand	Disembodied glowing hand to att	Necro	V,S	1 a	Medium	Lose 1d4 HP, +2 att	1 min/lvl (D)	-	-	254
37	<input type="checkbox"/> Summon Monster II	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:d3	1 rnd/lvl (D)	-	-	258
38	<input type="checkbox"/> Summon Swarm	Swarm of crawling or flying creats	Conj	V,S,M	Fullrnd	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
39	<input type="checkbox"/> Tasha's Hideous Laughter	Subject loses actions for 1d3 rnds	Ench	V,S,M	1 a	Close	1 creature	1d3 rounds	Will negs	Yes	263
40	<input type="checkbox"/> Web	Fills 10-ft cube/lvl with sticky webs	Conj	V,S,M	1 a	Medium	20 ft rad spread	10 min/lvl	Ref negs	Yes	271
41	<input type="checkbox"/> Whispering Wind	Sends a message 1 mile/lvl	Trans	V,S	1 a	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-	272

LEVEL 3

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1	<input type="checkbox"/> Blink	Randomly vanish and reappear	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	180
2	<input type="checkbox"/> Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F	1 a	Special	Magical sensor	1 min/lvl (D)	-	-	184
3	<input type="checkbox"/> Dispel Magic	Cancels magical spells and effects	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	196
4	<input type="checkbox"/> Displacement	Attacks miss subject 50%	Illus	V,M	1 a	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
5	<input type="checkbox"/> Explosive Runes	Deals 6d6 damage when read	Abjur	V,M	1 a	Touch	Max 10lb obj touched	Until dischrtd (D)	Special	Yes	202
6	<input type="checkbox"/> Fireball	1d6 dmg/lvl, 20-ft rad spread	Evoc	V,S,M	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes	203
7	<input type="checkbox"/> Flame Arrow	Projectiles or bolts (4d6 dmg)	Conj	V,S,M	1 a	Medium	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes	205
8	<input type="checkbox"/> Fly	Subject flies at speed of 90	Trans	V,S,F	1 a	Touch	Creature touched	10 min/lvl	-	-	206
9	<input type="checkbox"/> Gaseous Form	Subject insubstantial, can fly slowly	Trans	S,M	1 a	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
10	<input type="checkbox"/> Gentle Repose	Preserves one corpse	Necro	V,S,M	1 a	Touch	Corpse touched	1 day/lvl	Will negs	Yes	208
11	<input type="checkbox"/> Greater Magic Weapon	+1/3 levels, max +5	Trans	V,S,M	1 a	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
12	<input type="checkbox"/> Gust Of Wind	Blows away or knows down creats	Evoc	V,S,F	1 a	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes	212
13	<input type="checkbox"/> Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead	1 rnd/lvl	Special	Yes	212
14	<input type="checkbox"/> Haste	Extra partial action, +4 AC	Trans	V,S,M	1 a	Close	One creature	1 rnd/lvl	Fort negs	Yes	212
15	<input type="checkbox"/> Hold Person	Holds one person helpless, 1 rnd/lvl	Ench	V,S,F	1 a	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
16	<input type="checkbox"/> Illusory Script	Only intended reader can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
17	<input type="checkbox"/> Invisibility Sphere	Everyone within 10 ft invisible	Illus	V,S,M	1 a	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes	218
18	<input type="checkbox"/> Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	219
19	<input type="checkbox"/> Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20 ft	20-ft-rad sphere	2 h/lvl (D)	-	-	220
20	<input type="checkbox"/> Lightning Bolt	Electricity deals 1d6 dmg/lvl	Evoc	V,S,M	1 a	Medium	5 ft or 10 ft wide	Instantaneous	Refl half	Yes	222
21	<input type="checkbox"/> Magic Circle against Chaos / Evil / Good / Law	Protection 10-ft-radius, 10 min/lvl	Abjur	V,S,M	1 a	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
22	<input type="checkbox"/> Major Image	Illusion plus sound, smell, thermal	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
23	<input type="checkbox"/> Nondetection	Hides subject from scrying & divin.	Abjur	V,S,M	1 a	Touch	Creature or object	1 h/lvl	Will negs	Yes	232
24	<input type="checkbox"/> Phantom Steed	Magic horse appears for 1 h/lvl	Conj	V,S	10 min	0 ft	AC18, HP 7+1/lvl	1 h/lvl	-	-	235
25	<input type="checkbox"/> Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	V,S	1 a	Touch	Creature touched	10 min/lvl	-	Yes	240
26	<input type="checkbox"/> Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft in size	Permanent	-	-	248
27	<input type="checkbox"/> Sepia Snake Sigil	Symbol that immobilizes reader	Conj	V,S,M	10 min	Touch	Book or written work	Perm or discharged	Ref negs	-	249
28	<input type="checkbox"/> Shrink Item	Object shrinks to one-twelfth size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	252
29	<input type="checkbox"/> Sleet Storm	Hampers vision and movement	Conj	V,S,M	1 a	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-	253
30	<input type="checkbox"/> Slow	1/lvl only partial actions, -2 AC/att	Trans	V,S,M	1 a	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes	253

31	<input type="checkbox"/>	Stinking Cloud	Nauseating vapors, 1 rnd/lvl	Conj	V,S,M	1 a	Medium	30-ft rad, 20 ft high	1 rnd/lvl	Fort negs	Yes	257
32	<input type="checkbox"/>	Suggestion	Compels subject to follow	Ench	V,M	1 a	Close	One living creature	1 h/lvl	Will negs	Yes	257
33	<input type="checkbox"/>	Summon Monster III	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
34	<input type="checkbox"/>	Tongues	Speak any language	Div	V,M	1 a	Touch	Creature touched	10 min/lvl	-	-	265
35	<input type="checkbox"/>	Vampiric Touch	Deals 1d6/2 lvls, caster gains HP	Necro	V,S	1 a	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes	268
36	<input type="checkbox"/>	Water Breathing	Subjects can breath underwater	Trans	V,S,M	1 a	Touch	Living creats touched	2 h/lvl	Will negs	Yes	271
37	<input type="checkbox"/>	Wind Wall	Deflects arrows, small creats, gases	Evoc	V,S,M	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	273

LEVEL 4

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Arcane Eye	Floating eye, moves 30ft/rnd	Div	V,S,M	10 min	Unlimited	30 ft/rnd or 10 ft/rnd	1 min/lvl	-	-	175
2	<input type="checkbox"/>	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	V,S	1 a	Touch	Creature touched	Permanent	Will negs	Yes	178
3	<input type="checkbox"/>	Charm Monster	Makes monster believe its your ally	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will negs	Yes	183
4	<input type="checkbox"/>	Confusion	Makes behave oddly, 1 rnd/lvl	Ench	V,S,M	1 a	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes	186
5	<input type="checkbox"/>	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	Living creature	Instantaneous	Fort negs	Yes	187
6	<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	120 ft	120-ft-rad emanation	24 h	-	-	193
7	<input type="checkbox"/>	Dimension Door	Teleports you and up to 500 lb	Trans	V	1 a	Long	50 lb/lvl	Instantaneous	Special	Spec	195
8	<input type="checkbox"/>	Dimensional Anchor	Bars extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	195
9	<input type="checkbox"/>	Emotion	Arouses strong emotion in subject	Ench	V,S	1 a	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes	199
10	<input type="checkbox"/>	Enervation	Subject gains 1d4 negative levels	Necro	V,S	1 a	Medium	Negative energy ray	Instantaneous	-	Yes	199
11	<input type="checkbox"/>	Evard's Black Tentacles	1d4+1/lvl tentacles, AC 16, 1 HP/lvl	Conj	V,S,M	1 a	Medium	Str 19, att +1/lvl	1 h/lvl	-	-	201
12	<input type="checkbox"/>	Fear	Subjects within gone flee 1 rnd/lvl	Necro	V,S,M	1 a	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
13	<input type="checkbox"/>	Fire Shield	Protect, creats attacking take dmg	Evoc	V,S,M	1 a	Personal	Dmg 1d6+1/lvl	1 rnd/lvl (D)	-	-	205
14	<input type="checkbox"/>	Fire Trap	Opened object deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	Object touched	Perm until dischrge	Refl half	Yes	205
15	<input type="checkbox"/>	Hallucinatory Terrain	Makes terrain appear like another	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-	212
16	<input type="checkbox"/>	Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	Evoc	V,S,M	1 a	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
17	<input type="checkbox"/>	Illusory Wall	Wall, floor or ceiling looks real	Illus	V,S	1 a	Close	1 x 10 x 10 ft	Permanent	Will disblf	-	216
18	<input type="checkbox"/>	Improved Invisibility	Subject can attack & stay invisible	Illus	V,S	1 a	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--	217
19	<input type="checkbox"/>	Leomund's Secure Shelter	Creates sturdy cottage	Conj	V,S,M	10 min	Close	20 ft sq structure	2 h/lvl (D)	-	-	220
20	<input type="checkbox"/>	Lesser Geas	Commands subject 7 HD or less	Ench	V	1 a	Close	Creat up to 7 HD	1 day/lvl / dischrge	Will negs	Yes	221
21	<input type="checkbox"/>	Locate Creature	Indicates direction to familiar creat	Div	V,S,M	1 a	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
22	<input type="checkbox"/>	Minor Creation	Creates one cloth or wood object	Conj	V,S,M	1 m	0 ft	Object, 1 cu ft/lvl	1 h/lvl	-	-	228
23	<input type="checkbox"/>	Minor Globe of Invulnerability	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10 ft	10-ft rad spherical	1 rnd/lvl	-	-	228
24	<input type="checkbox"/>	Otiluke's Resilient Sphere	Globe protects but traps subject	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl	Ref negs	Yes	233
25	<input type="checkbox"/>	Phantasmal Killer	Illusion kills subject or 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will disblf	Yes	235
26	<input type="checkbox"/>	Polymorph Other	Gives one subject a new form	Trans	V,S,M	1 a	Medium	1 creature	Permanent	Fort negs	Yes	236
27	<input type="checkbox"/>	Polymorph Self	You assume a new form	Trans	V	1 a	Personal	You	1 h/lvl (D)	-	-	237
28	<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creats attacking	Illus	S,M,F	1 a	Medium	15-ft radius sphere	Conc + 1 rnd/lvl (D)	Will negs	Yes	241
29	<input type="checkbox"/>	Rary's Mnemonic Enhancer	Prepares extra spells or retains cast	Trans	V,S,M,F	10 min	Personal	3 lvls / spell just cast	Instantaneous	-	-	242
30	<input type="checkbox"/>	Remove Curse	Frees object or person from curse	Abjur	V,S	1 a	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
31	<input type="checkbox"/>	Scrying	Spies on subject from a distance	Div	V,S,M,F	1 h	Special	Magical sensor	1 min/lvl	-	-	247
32	<input type="checkbox"/>	Shadow Conjuration	Mimics conjuring below 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
33	<input type="checkbox"/>	Shout	Deafens all within cone, 2d6 dmg	Evoc	V	1 a	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
34	<input type="checkbox"/>	Solid Fog	Blocks vision and slows movement	Conj	V,S,M	1 a	Medium	Fog 30-ft rad, 20 high	1 min/lvl	-	-	253
35	<input type="checkbox"/>	Stoneskin	Gives damage reduction 10/+5	Abjur	V,S,M	1 a	Touch	Takes 10/lvl,max 150	10 min/lvl	Will negs	Yes	257
36	<input type="checkbox"/>	Summon Monster IV	Calls outsiders to fight for you	Conj	V,S,F	Fullrnd	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259
37	<input type="checkbox"/>	Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	Evoc	V,S,M	1 a	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
38	<input type="checkbox"/>	Wall of Ice	Wall with 15 HP +1/lvl or can trap	Evoc	V,S,M	1 a	Medium	10 ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes	270

LEVEL 5

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Animal Growth	Animal/2 lvls doubles in size, HD	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	-	Yes	173
2	<input type="checkbox"/>	Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	HD/lvl	Instantaneous	-	-	174
3	<input type="checkbox"/>	Bigby's Interposing Hand	90% cover against one opponent	Evoc	V,S,F	1 a	Medium	AC 20, HP as caster	1 rnd/lvl	-	Yes	178
4	<input type="checkbox"/>	Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	V,S	1 a	Medium	30 ft wide,dmg 1d10	1 min/lvl	Special	Yes	185
5	<input type="checkbox"/>	Cone of Cold	1d6 cold damage/lvl (max 15d6)	Evoc	V,S,M	1 a	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
6	<input type="checkbox"/>	Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Personal	You	Concentrate	-	-	187
7	<input type="checkbox"/>	Dismissal	Force creat return to native plane	Abjur	V,S,F	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	196
8	<input type="checkbox"/>	Dominate Person	Controls humanoids telepathically	Ench	V,S	1 a	Medium	Medium or smaller	1 day/lvl	Will negs	Yes	197
9	<input type="checkbox"/>	Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	Living creat touched	Special	-	Yes	198
10	<input type="checkbox"/>	Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	202
11	<input type="checkbox"/>	False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
12	<input type="checkbox"/>	Feeblemind	Subject's Int drops to 1	Ench	V,S,M	1 a	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes	203
13	<input type="checkbox"/>	Greater Shadow Conjuration	Mimics conjuring, up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	-	211
14	<input type="checkbox"/>	Hold Monster	Holds creature helpless	Ench	V,S,M	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
15	<input type="checkbox"/>	Leomund's Secret Chest	Hides chest on Ethereal plane	Conj	V,S,F	10 min	Special	Up to 1 cu.ft. / lvl	60 days / dischrge	-	-	220
16	<input type="checkbox"/>	Lesser Planar Binding	Traps outsider to perform a task	Conj	V,S	10 min	Close	Up to 8 HD	Instantaneous	Will negs	Yes	221
17	<input type="checkbox"/>	Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 h/lvl	Will negs	Yes	224
18	<input type="checkbox"/>	Major Creation	Create stone or metal object	Conj	V,S,M	10 min	Close	Stone, crystal etc.	Special	-	-	225
19	<input type="checkbox"/>	Mind Fog	Subjects in fog get -10 Wis / Will	Ench	V,S	1 a	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
20	<input type="checkbox"/>	Mirage Arcana	Make terrain appear like another	Illus	V,S	1 a	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	-	229
21	<input type="checkbox"/>	Mordenkainen's Faithful Hound	Phantom dog can guard, attack	Conj	V,S,M	1 a	Close	30 ft bark, 5 ft attack	1 h/lvl or 1 rnd/lvl	-	-	230
22	<input type="checkbox"/>	Nightmare	Sends vision dealing 1d10 damage	Illus	V,S	10 min	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
23	<input type="checkbox"/>	Passwall	Breaches walls 1 ft thick / level	Trans	V,S,M	1 a	Close	5 x 8 ft, 1 ft/lvl deep	1 h/lvl (D)	-	-	234

24	<input type="checkbox"/>	Permanency	Makes certain spells permanent	Univ	V,S,XP	2 rnd	Special	Special	Special	-	-	234
25	<input type="checkbox"/>	Persistent Image	Illusion, no concentration required	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
26	<input type="checkbox"/>	Prying Eyes	1d4 + 1/lvl floating eyes scout	Div	V,S,M	1 min	1 mile	1d4 eyes + 1/lvl	1 h/lvl	-	-	240
27	<input type="checkbox"/>	Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	1 creat/3 lvls	10 min/lvl	-	-	242
28	<input type="checkbox"/>	Seeming	Change appearance, person/2 lvls	Illus	V,S	1 a	Close	1 person/2 lvls	12 h	Special	Spec	248
29	<input type="checkbox"/>	Sending	Delivers short message anywhere	Evoc	V,S,M	10 min	Special	One creature	1 round	-	-	248
30	<input type="checkbox"/>	Shadow Evocation	Mimics evocation less than 5th lvl	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	250
31	<input type="checkbox"/>	Stone Shape	Sculpts stone into any form	Trans	V,S,M	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
32	<input type="checkbox"/>	Summon Monster V	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
33	<input type="checkbox"/>	Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will negs	Yes	264
34	<input type="checkbox"/>	Teleport	Instantly transports you anywhere	Trans	V	1 a	Prsl,touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264
35	<input type="checkbox"/>	Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	V,S,M	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
36	<input type="checkbox"/>	Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	V,S,M	1a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	266
37	<input type="checkbox"/>	Wall of Force	Wall is immune to damage	Evoc	V,S,M	1 a	Close	10-ftsq/lv / 1-fttrad/lv	1 min/lvl (D)	-	-	269
38	<input type="checkbox"/>	Wall of Iron	30 hp/4 levels,can topple onto foes	Conj	V,S,M	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270
39	<input type="checkbox"/>	Wall of Stone	20 hp/4 levels, can be shaped	Conj	V,S,M	1 a	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270

LEVEL 6

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M	1 a	Medium	Spreads 30 ft,20 high	1 rnd/lvl	-	Yes	172
2	<input type="checkbox"/>	Analyze Dweomer	Reveals magical aspects of subject	Div	V,S,F	8 h	Close	One obj or creature	1 rnd/lvl (D)	Special	-	172
3	<input type="checkbox"/>	Antimagic Field	Negates magic within 10 ft	Abjur	V,S,M	1 a	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec	175
4	<input type="checkbox"/>	Bigby's Forceful Hand	Hand pushes creatures away	Evoc	V,S,F	1 a	Medium	Bull rush, Str chk +14	1 rnd/lvl (D)	-	Yes	178
5	<input type="checkbox"/>	Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
6	<input type="checkbox"/>	Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	50-ft radius burst	Instantaneous	Fort negs	Yes	184
7	<input type="checkbox"/>	Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10+min	Personal	You	1 day/lvl / dischrge	-	-	187
8	<input type="checkbox"/>	Control Water	Raises, lowers or parts water	Trans	V,S,M	1 a	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
9	<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2-mile-rad circle	4d12 hours	-	-	188
10	<input type="checkbox"/>	Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10 ft cube	Instantaneous	Fort part	Yes	195
11	<input type="checkbox"/>	Eyebite	Charm,fear,sicken or sleep subject	Trans	V,S	1 a	Close	You	1 rnd/3 lvls	Special	Yes	202
12	<input type="checkbox"/>	Flesh to Stone	Turns subject into statue	Trans	V,S,M	1 a	Medium	1 creature	Instantaneous	Fort negs	Yes	206
13	<input type="checkbox"/>	Geas / Quest	Command any creature	Ench	V	1 a	Close	One living creature	1 day/lvl / dischrge	-	Yes	208
14	<input type="checkbox"/>	Globe of Invulnerability	Stops 1-4 level spell effects	Abjur	V,S,M	1 a	10 ft	10-ft-radius sphere	1 rnd/lvl	-	-	209
15	<input type="checkbox"/>	Greater Dispelling	Greater dispel magic, +20 on check	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	210
16	<input type="checkbox"/>	Greater Shadow Evocation	Mimics evocation up to 5th level	Illus	V,S	1 a	Special	Special	Special	Will disblf	Yes	211
17	<input type="checkbox"/>	Guards and Wards	Magic effects protects area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 h/lvl	-	Spec	211
18	<input type="checkbox"/>	Legend Lore	Learn tales about person,place etc.	Div	V,S,M,F	Special	Personal	You	Special	-	-	219
19	<input type="checkbox"/>	Mass Haste	Extra partial action, affects 1/lvl	Trans	V,S,M	1 a	Close	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes	226
20	<input type="checkbox"/>	Mass Suggestion	Compels subject/lvl to follow	Ench	V,M	1 a	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes	226
21	<input type="checkbox"/>	Mislead	Turns you invisible and creates illus	Illus	S	1 a	Close	You / illusory double	1 rnd/lvl	Will disblf	-	230
22	<input type="checkbox"/>	Mordenkainen's Lucubration	Recalls 1-5th level spell	Trans	V,S	1 a	Personal	You	Instantaneous	-	-	231
23	<input type="checkbox"/>	Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750 ft sq, 10 ft deep	Instantaneous	-	-	231
24	<input type="checkbox"/>	Otiluke's Freezing Sphere	Freezes water or deals cold dmg	Evoc	V,S,F	1 a	Special	Special	Special	Special	Yes	233
25	<input type="checkbox"/>	Permanent Image	Includes sight, sound and smell	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
26	<input type="checkbox"/>	Planar Binding	Traps outsider for task, 16 HD	Conj	V,S,M	10 min	Close	Up to 16 HD	Instantaneous	Will negs	Yes	235
27	<input type="checkbox"/>	Programmed Image	Triggered by event	Illus	V,S,M	1 a	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
28	<input type="checkbox"/>	Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
29	<input type="checkbox"/>	Repulsion	Creatures can't approach you	Abjur	V,S,F	1 a	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
30	<input type="checkbox"/>	Shades	Mimics conjuring, up to 5th level	Illus	V,S	1 a	Special	Special	Special	Special	-	249
31	<input type="checkbox"/>	Stone to Flesh	Restores petrified creature	Trans	V,S,M	1 a	Medium	1-3 ft diam,10 ft long	Instantaneous	Fort negs	Yes	257
32	<input type="checkbox"/>	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
33	<input type="checkbox"/>	Tenser's Transformation	+1d6 HP/lvl,+4 AC,+2d4 Str & Dex	Trans	V,S,M	1 a	Personal	+1 att/2 lvls,+5 Fort	1 rnd/lvl	-	-	265
34	<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
35	<input type="checkbox"/>	Veil	Change appearance of creatures	Illus	V,S	1 a	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes	269

LEVEL 7

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Banishment	Banishes 2 HD/lvl extraplan. creats	Abjur	V,S,F	1 a	Close	2 HD/lvl	Instantaneous	Will negs	Yes	177
2	<input type="checkbox"/>	Bigby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	178
3	<input type="checkbox"/>	Control Undead	Undead don't attack	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	188
4	<input type="checkbox"/>	Delayed Blast Fireball	1d6 fire damage/level, delay 5 rnds	Evoc	V,S,M	1 a	Long	20-ft radius spread	Up 5 rounds	Ref half	Yes	191
5	<input type="checkbox"/>	Drawmij's Instant Summons	Prepared objects appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Perm until dischrge	-	-	198
6	<input type="checkbox"/>	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Personal	You	1 rnd/lvl (D)	-	-	201
7	<input type="checkbox"/>	Finger of Death	Kills one subject or dmg 3d6+1/lvl	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	203
8	<input type="checkbox"/>	Forcecage	Cube of force imprisons all inside	Evoc	V,S,M	1 a	Close	20-ft cube/10-ft cube	2 h/lvl	-	-	207
9	<input type="checkbox"/>	Greater Scrying	Spies on subject from a distance	Div	V,S	1 a	Special	Magical sensor	1 h/lvl	-	-	211
10	<input type="checkbox"/>	Insanity	Subject suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will negs	Yes	217
11	<input type="checkbox"/>	Limited Wish	Alters reality - within spell limits	Univ	V,S,XP	1 a	Special	Special	Special	-	Yes	222
12	<input type="checkbox"/>	Mass Invisibility	Invisibility, affects all in range	Illus	V,S,M	1 a	Long	180 ft apart	10 min/lvl (D)	-	-	226
13	<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Door leads to extradim. Mansion	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 h/lvl	-	-	231
14	<input type="checkbox"/>	Mordenkainen's Sword	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	V,S,F	1 a	Close	Att bonus lvl+abi+3	1 rnd/lvl (D)	-	Yes	231

15	<input type="checkbox"/>	Phase Door	Passage through wood or stone	Conj	V	1 a	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
16	<input type="checkbox"/>	Plane Shift	1-8 subjects travel to another plane	Trans	V,S,F	1 a	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
17	<input type="checkbox"/>	Power Word, Stun	Stuns creature up to 150 hp	Conj	V	1 a	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes	237
18	<input type="checkbox"/>	Prismatic Spray	Rays hit with variety of effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	238
19	<input type="checkbox"/>	Reverse Gravity	Objects and creatures fall upward	Trans	V,S,M	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
20	<input type="checkbox"/>	Sequester	Subject invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	Creat or obj touched	1 day/lvl (D)	Will negs	Yes	249
21	<input type="checkbox"/>	Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	1 touched/level	1 h/lvl (D)	Will negs	Yes	250
22	<input type="checkbox"/>	Simulacrum	Partially real double of creature	Illus	VSM,XP	12 h	Touch	1 duplicate creature	Instantaneous	-	-	252
23	<input type="checkbox"/>	Spell Turning	Reflect 1d4+6 spell levels back	Abjur	V,S,M	1 a	Personal	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
24	<input type="checkbox"/>	Statue	Subject can become statue at will	Trans	V,S,M	1 a	Touch	Gains hardness 8	1 h/lvl (D)	Will negs	Yes	256
25	<input type="checkbox"/>	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
26	<input type="checkbox"/>	Teleport without Error	Teleport, no off-target arrival	Trans	V	1 a	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265
27	<input type="checkbox"/>	Vanish	Teleports touched object	Trans	V	1 a	Touch	50 lb/lvl, 3 cu ft/lvl	Instantaneous	Will negs	Yes	269
28	<input type="checkbox"/>	Vision	Learn tales about person,place etc.	Div	VSM,XP	Special	Personal	You	Special	-	-	269

LEVEL 8

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Antipathy	Obj or loc repels certain creatures	Ench	V,S,M	1 h	Close	Location or object	2 h/lvl	Will part	Yes	175
2	<input type="checkbox"/>	Bigby's Clenched Fist	Large hand attacks, 1d8+12 & stun	Evoc	V,S,F	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl	- / Fort	Yes	178
3	<input type="checkbox"/>	Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	179
4	<input type="checkbox"/>	Clone	Duplicate awakens when orig. dies	Necro	V,S,M,F	10 min	Touch	One clone	Instantaneous	-	-	184
5	<input type="checkbox"/>	Demand	Send a message with a suggestion	Ench	V,S,M	10 min	Special	One creature	1 round	Will part	Yes	191
6	<input type="checkbox"/>	Discern Location	Exact location of creature of object	Div	V,S	10 min	Unlimited	1 creature	Instantaneous	-	-	195
7	<input type="checkbox"/>	Etherealness	Travel to Ethereal Plane with comp.	Trans	V,S	1 a	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
8	<input type="checkbox"/>	Greater Planar Binding	Traps outsider for task, 24 HD	Conj	V,S,M	10 min	Close	Up to 24 HD	Instantaneous	Will negs	Yes	211
9	<input type="checkbox"/>	Horrid Wilting	Deals 1d8 dmg/lvl (max 25d8)	Necro	V,S,M	1 a	Long	Max 60 ft apart	Instantaneous	Fort half	Yes	215
10	<input type="checkbox"/>	Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	30 ft wide, 20 ft high	1 rnd/lvl	Relf half	Yes	217
11	<input type="checkbox"/>	Iron Body	Your body becomes living iron	Trans	V,S,M	1 a	Personal	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
12	<input type="checkbox"/>	Mass Charm	Charm creatures, max 30 ft apart	Ench	V	1 a	Close	HD twice of level	1 day/lvl	Will negs	Yes	226
13	<input type="checkbox"/>	Maze	Traps subject in extradim. Space	Conj	V,S	1 a	Close	One creature	Special	-	-	226
14	<input type="checkbox"/>	Mind Blank	Resist mental / emotional magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	228
15	<input type="checkbox"/>	Otiluke's Telekinetic Sphere	Globe protects but traps subject	Evoc	V,S,M	1 a	Close	1 ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	233
16	<input type="checkbox"/>	Otto's Irresistible Dance	Forces subject to dance	Ench	V	1 a	Touch	Living creature	1d4+1 rnds	-	Yes	234
17	<input type="checkbox"/>	Polymorph Any Object	Changes subject into anything else	Trans	V,S,M	1 a	Close	1 creature or object	Special	Special	Spec	236
18	<input type="checkbox"/>	Power Word, Blind	Blinds 200 hp worth of creatures	Conj	V	1 a	Close	15-ft rad sphere	P/1d4+1 m/1d4 r	-	Yes	237
19	<input type="checkbox"/>	Prismatic Wall	Wall's colors have array of effects	Abjur	V,S	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec	238
20	<input type="checkbox"/>	Protection from Spells	Confers +8 resistance bonus	Abjur	VSM,F	1 a	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
21	<input type="checkbox"/>	Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Special	-	247
22	<input type="checkbox"/>	Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
23	<input type="checkbox"/>	Sunburst	Blinds all within 10 ft, 3d6 dmg	Evoc	V,S,M	1 a	Long	10 ft/lvl radius burst	Instantaneous	Ref half	Yes	261
24	<input type="checkbox"/>	Symbol	Runes have array of effets	Univ	V,S,M	Special	Touch	One symbol	Special	Special	Yes	261
25	<input type="checkbox"/>	Sympathy	Obj or loc attracts certain creatures	Ench	V,S,M	1 h	Close	Location or object	2 h/lvl	Will negs	Yes	263
26	<input type="checkbox"/>	Trap the Soul	Imprisons subject within gem	Conj	V,S,M	1 a	Close	One creature	Permanent	Special	Yes	266

LEVEL 9

	Spell	Description	School	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB	
1	<input type="checkbox"/>	Astral Projection	Projects you & co into astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
2	<input type="checkbox"/>	Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F	1 a	Medium	Att lvl+abi mod+11	1 rnd/lvl (D)	-	Yes	178
3	<input type="checkbox"/>	Dominate Monster	Control creatures telepathically	Ench	V,S	1 a	Medium	One creature	1 day/lvl	Will negs	Yes	197
4	<input type="checkbox"/>	Energy Drain	Subject gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	-	Yes	199
5	<input type="checkbox"/>	Foresight	6th sense warns of danger	Div	V,S,M	1 a	Prsl,touch	Special	10 min/lvl	-	-	207
6	<input type="checkbox"/>	Freedom	Releases creat from imprisonment	Abjur	V,S	1 a	Special	One creature	Instantaneous	-	Yes	207
7	<input type="checkbox"/>	Gate	Connects two planes for travel etc.	Conj	V,S	1 a	Medium	Special	Instantaneous	-	-	207
8	<input type="checkbox"/>	Imprisonment	Entombs subject beneath the earth	Abjur	V,S	1 a	Touch	Creature touched	Instantaneous	-	Yes	217
9	<input type="checkbox"/>	Meteor Swarm	Deals 24d6 fire dmg plus bursts	Evoc	V,S	1 a	Long	Dmg 6d6 / 3d6	Instantaneous	- / Ref half	Yes	228
10	<input type="checkbox"/>	Mordenkainen's Disjunction	Dispels magic, disenchants items	Abjur	V	1 a	Close	30-ft radius burst	Instantaneous	Will negs	-	230
11	<input type="checkbox"/>	Power Word, Kill	Kills 1 subject or many below 21 hp	Conj	V	1 a	Close	1 creat or 15-ft radius	Instantaneous	-	Yes	237
12	<input type="checkbox"/>	Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10 ft	10-ft radius sphere	10 min/lvl	-	Yes	238
13	<input type="checkbox"/>	Refuge	Transport item's possessor to you	Trans	V,S,M	1 a	Touch	Object touched	Perm until dischrge	-	-	243
14	<input type="checkbox"/>	Shapechange	Transform into any creat once/rnd	Trans	V,S,F	1 a	Personal	You	10 min/lvl	-	-	250
15	<input type="checkbox"/>	Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	Corpse	Permanent	Will negs	-	254
16	<input type="checkbox"/>	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F	Fullrnd	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
17	<input type="checkbox"/>	Teleportation Circle	Circle teleports to designated spot	Trans	V,M	10 min	Touch	Circle 5 ft radius	10 min/lvl (D)	-	Yes	265
18	<input type="checkbox"/>	Temporal Stasis	Subject into suspended animation	Trans	V,S,M	1 a	Touch	Creature touched	Permanent	-	Yes	265
19	<input type="checkbox"/>	Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Personal	You	1d4+1 rounds	-	-	265
20	<input type="checkbox"/>	Wail of the Banshee	Kills one creature/level	Necro	V	1 a	Close	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes	269
21	<input type="checkbox"/>	Weird	Illusion kills/deals dmg within 30 ft	Illus	V,S	1 a	Medium	Max 30 ft apart	Instantaneous	Will disblf	Yes	272
22	<input type="checkbox"/>	Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Special	Yes	273